

# UNIT 6: WEBCASTING

IT 7240 - August 5, 2009



# AGENDA

- Bringing it all together
- Creating a personal social learning network
- Developing transformative behaviors
- Bringing social media into the classroom and beyond
- Synchronous vs. Asynchronous interventions
- Webcasting



# BRINGING IT ALL TOGETHER

- Finding balance to achieve harmony...

## Traditional Learning

- Pedagogy
- Standards
- Curriculum



## Social Learning

- Collaboration
- Constructivism
- Social Learning



# CREATING A PERSONAL SOCIAL LEARNING NETWORK

- Reflections on the NING experiment  
[www.DPSScienceTeachers.ning.com](http://www.DPSScienceTeachers.ning.com)
- Connections with real people of similar needs and interests
- Enabling technologies (NING, Twitter, Wikispaces, et al.)



# DEVELOPING TRANSFORMATIVE BEHAVIORS

- Moving from the “Sage on the Stage” to the “Guide on the Side”
- Modeling the behaviors and usage of enabling technology
- Active participation in social learning communities
- Establishes street cred



# BRINGING SOCIAL MEDIA INTO THE CLASSROOM AND BEYOND

- Reflections on the Edmodo Experiment  
[www.edmodo.com](http://www.edmodo.com)
- Wikis (collaborative learning spaces)
- Blogs (group, academic, student)
- Podcasts



# SYNCHRONOUS VS. ASYNCHRONOUS INTERVENTIONS

- Accommodations for different learning styles
- Reflective learning
- Self-directed learning
- Examples?



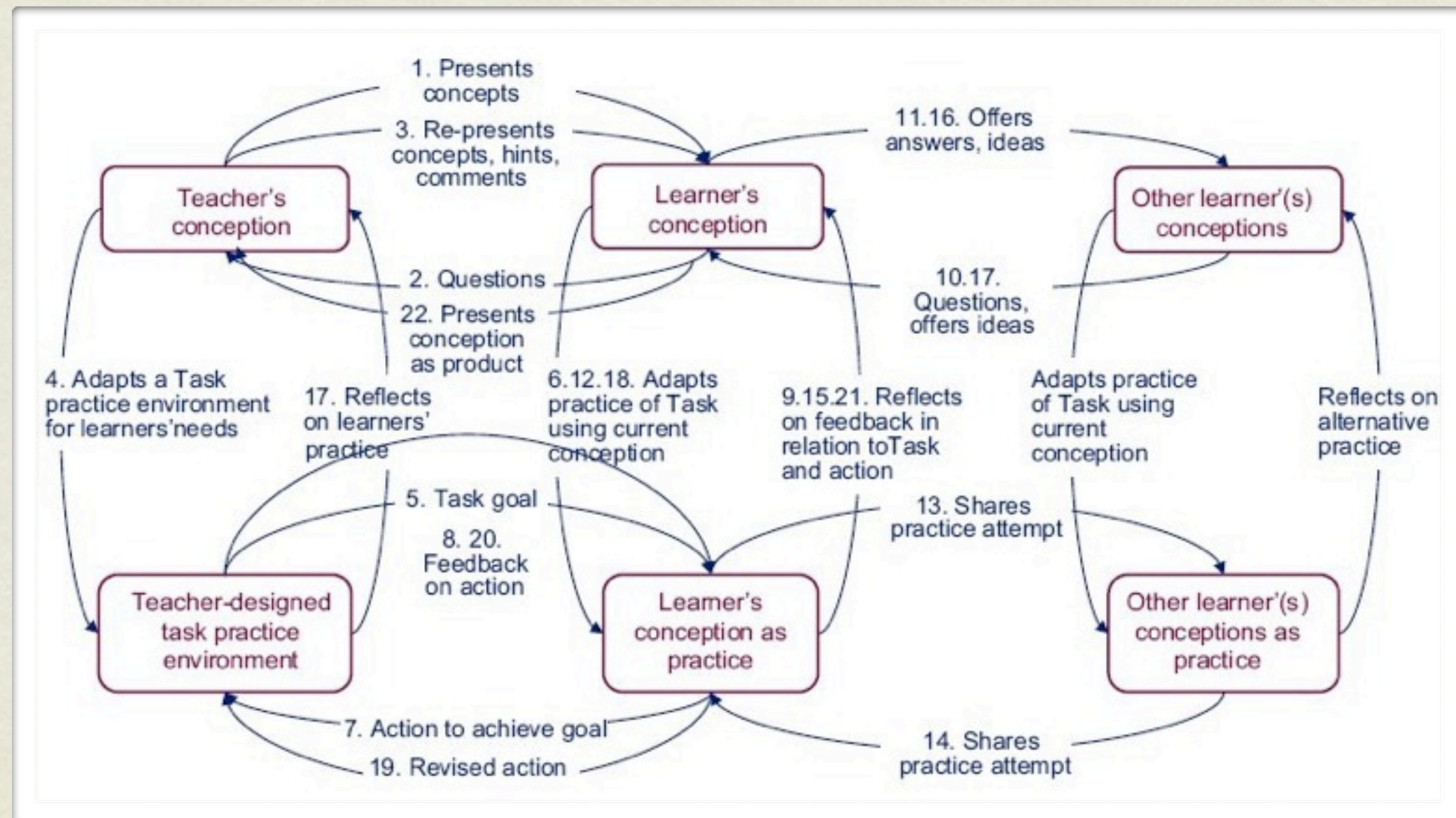
# WEBCASTING

- Distance Learning/Virtual Classroom
- Live (Streaming)
- Simulive
- On-Demand
- Where to go for help  
<http://www.webcastacademy.net/>  
<http://worldbridges.net/>  
<http://www.diigo.com> (search for webcasting)



# WEBCASTING

- Conversational Framework





# WEBCASTING

## Assignment:

- Review Digital Storytelling deck  
([DPSScienceTeachers.Wikispaces.com](http://DPSScienceTeachers.Wikispaces.com))
- Develop a brief (20 minutes or less) presentation synthesizing your key learnings from the course; describing how you would apply the concepts
- Present your thoughts to the class on Aug 8 either via Wimba; make it interactive (i.e., discussion or Q&A) to promote development of practice